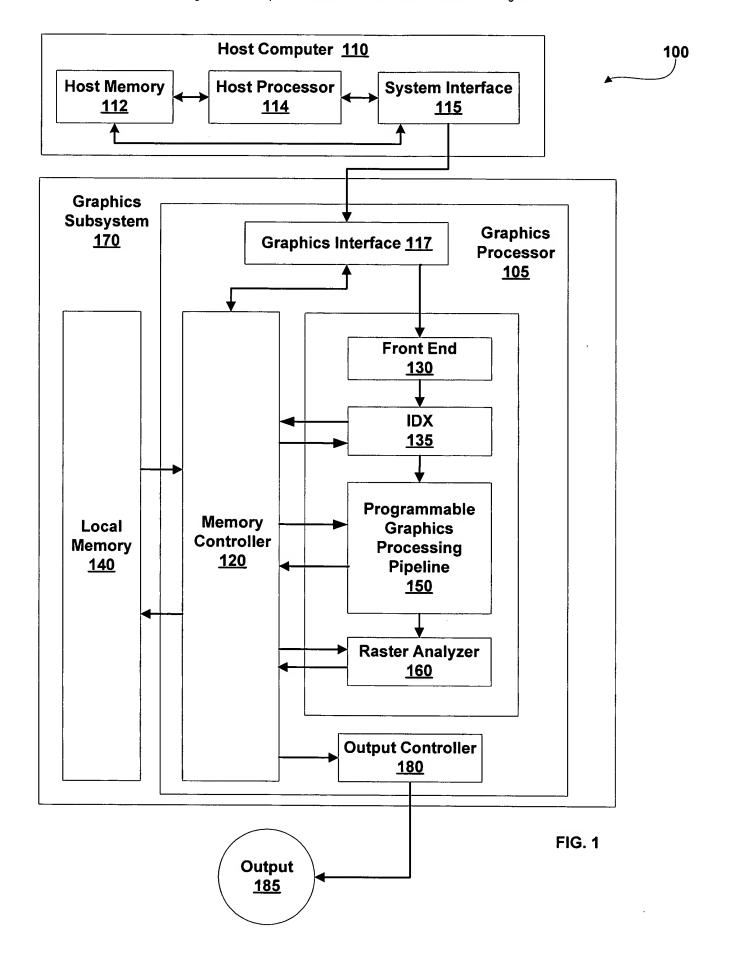
P000844

John Erik Lindholm

A Programmable Graphics Processor for Multithreaded Execution of Programs



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A Programmable Graphics Processor for Multithreaded Execution of Programs

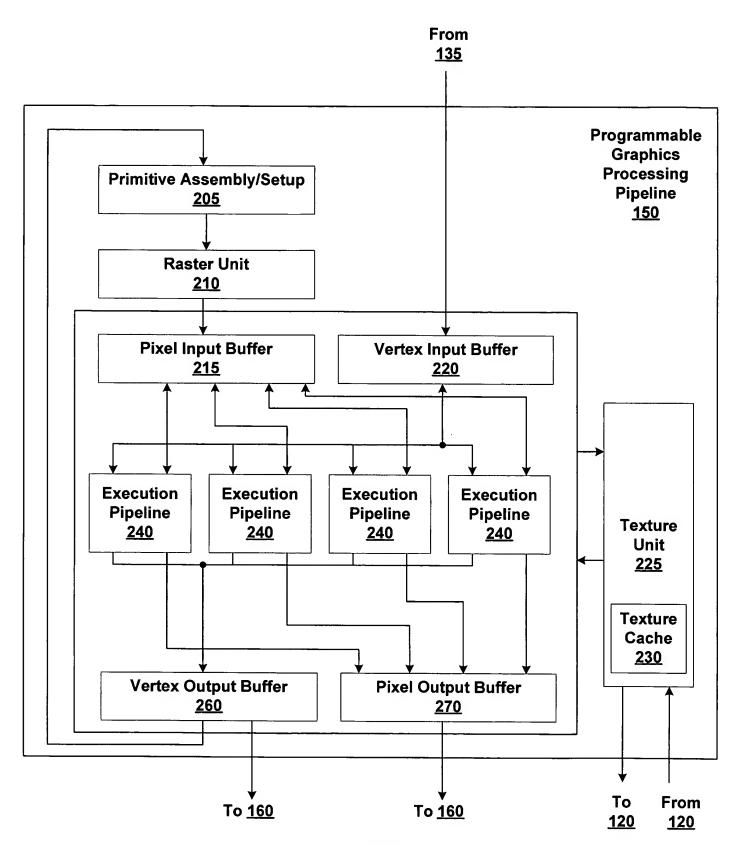


FIG. 2

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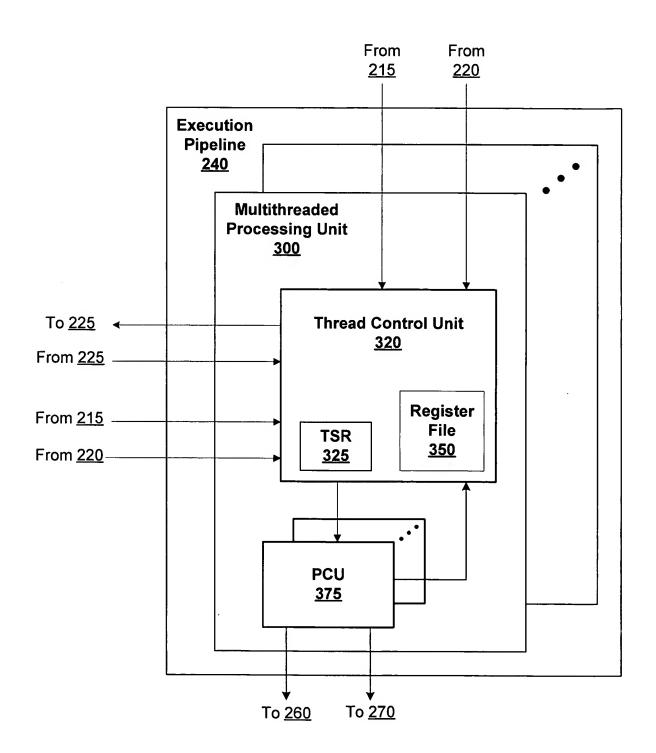


FIG. 3

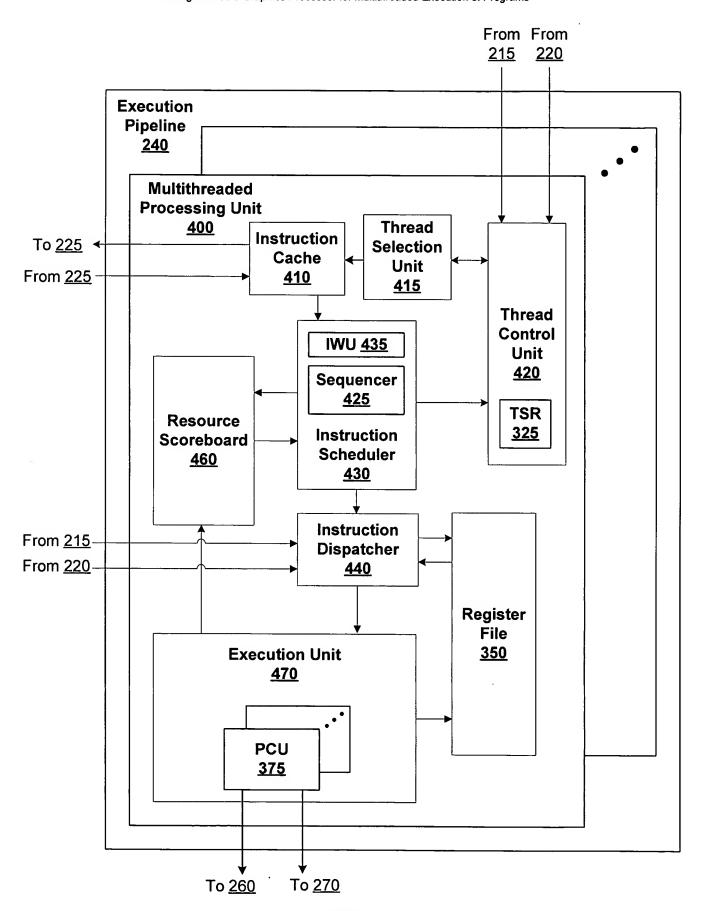


FIG. 4

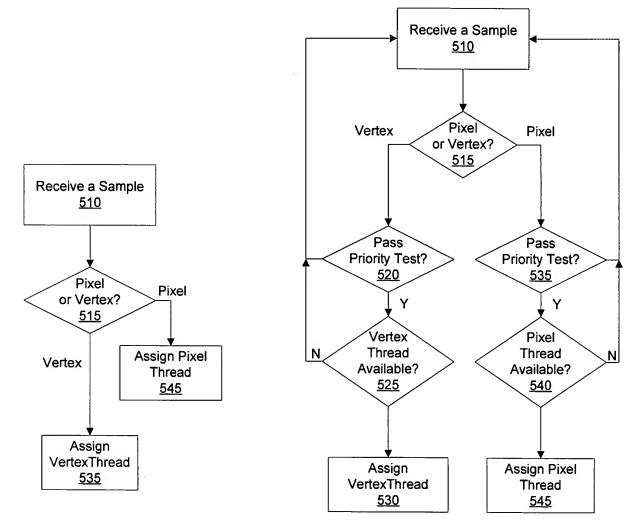


FIG. 5A

FIG. 5B

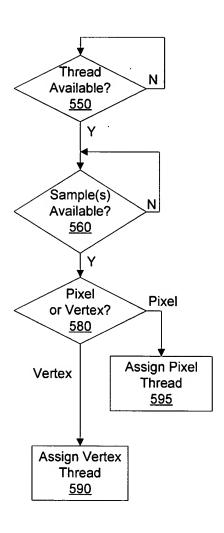


FIG. 5C

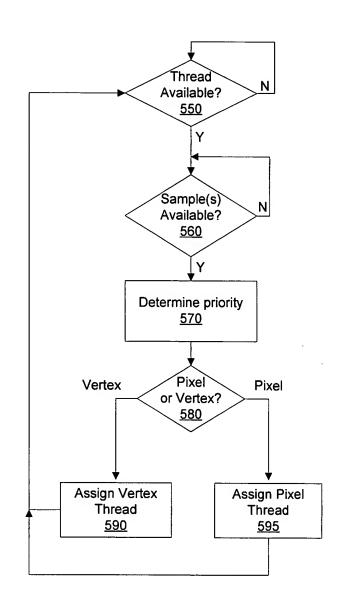


FIG. 5D

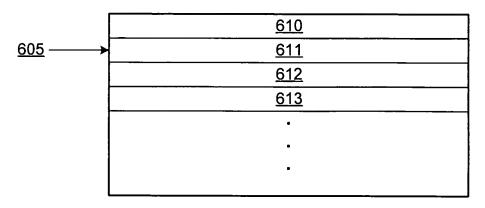


FIG. 6A

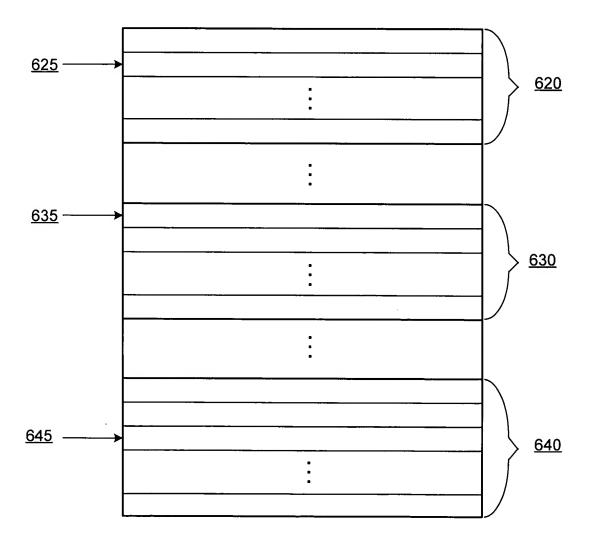


FIG. 6B

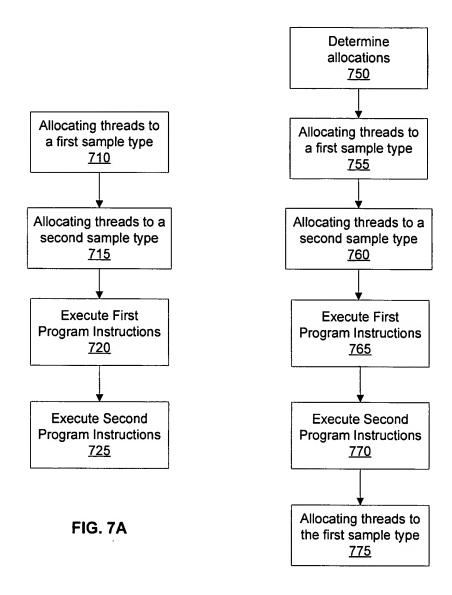


FIG. 7B

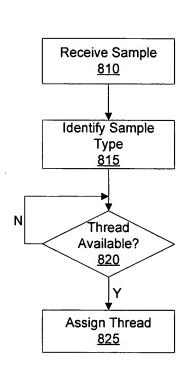


FIG. 8A

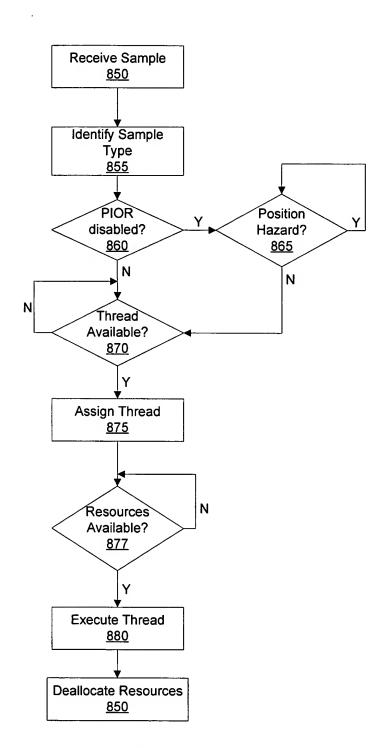
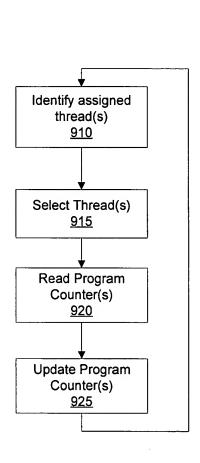


FIG. 8B



Determine thread priority 950 Identify assigned Identify next priority thread(s) for priority <u>980</u> <u>955</u> No threads? Υ <u>960</u> ⊥Ν Select Thread(s) <u>965</u> Read Program Counter(s) <u>970</u> Update Program Counter(s) <u>975</u>

FIG. 9A

FIG. 9B